

Figure 6.14 Choose Insert > Convert to Symbol to turn an existing graphic into a symbol.

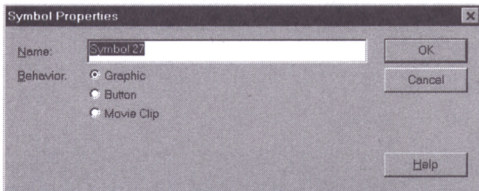


Figure 6.15 The Symbol Properties dialog box lets you name your symbol and define its behavior.

Converting Graphic Objects to Symbols

Symbols are reusable objects. In this chapter you'll learn how to create static graphic symbols. But you can also create symbols that are animations (see Chapter 11) or buttons (see Chapter 13). You can turn objects you've already created into symbols, or you can create a symbol from scratch in the symbol editor. Not all objects in a Flash movie are symbols; you need to take special steps to define them as symbol. Once you do, the symbol stays in the Library of the document in which you created the symbol. If you copy a symbol from one document to another, the symbol resides separately in each document's Library.

The Library for each Flash document contains all the symbols used in that document, and it can contain unused symbols as well.

To turn an existing graphic into a symbol:

1. Select the object on the Stage that you want to convert to a symbol.
Flash highlights the object.
2. From the Insert menu, choose Convert to Symbol (**Figure 6.14**) or press F8 on the keyboard.

The Symbol Properties dialog box appears (**Figure 6.15**). Flash gives the symbol a default name—for example, Symbol 16—based on the number of symbols created for the Library.

3. Type a name for your symbol if you don't want to use the default.
4. Choose Graphic as the behavior for your symbol.

(continued on next page)